

Normally any number of players can play Vingt-un, but only two can play Sabbath's version, which is a gamble for information.

Both players receive a hand of 2 cards. Each card has a point value- 2s are worth 2 points, 5s are worth 5, and so on. Jacks, Queens and Kings are worth 10, and an Ace is worth 1 or 11- whichever's convenient.

The players are not obligated to show their original hands to each other. However, they can draw any number of extra cards they want, which will be added to their hand. Extra cards must be face-up, in plain view of both players. Players do not need to take turns to decide whether or not to draw- in fact, it can hurt the speed of the game. When a player is satisfied, whether they drew any cards or not, they declare that they "stand". Whoever's hand is closest to 21 when all players are standing wins.

If a player draws a King, the other player has the right to ask a favor within the limits of polite society. If it's a Queen, the player who drew it must say the first thing that comes into their head. If it's a Jack, the player who drew it owes the opponent a piece of advice.

If one of the players loses by drawing cards over 21, the other player may ask them one question based on the suit of the card they drew last. The question must be answered honestly and without hesitation. If the losing player's last card was Hearts, they must answer a question about themselves. If it's Spades, it must be about their friends. If it's Diamonds it must be about the past, and if it's Clubs it must be a question about the future.

Extra: How to Read the Tarot Like Sabbath Does

(Note: Reading the Tarot is an interesting party trick, and nothing more. Unless you're face to face with a member of Faction Paradox, don't expect your predictions to come true. To keep the illusion up, stay vague.)

In "Sabbath Dei", Sabbath reads Eliza her fortune through playing cards. It's possible to use a normal deck of playing cards as a Tarot deck if you exclude the Major Arcana- cards like "The Lovers", "The Fool", and "The World"- and stick to the Minor Arcana. Sabbath does this by reading the cards as if they're in a kind of Tarot deck called the Thoth Deck, although he seems to confuse the suits.

In the Thoth Deck, Aces are "The Root of [air/earth/fire/water]", and the Jack, Queen and King are each important figures representing that element. Those cards aren't particularly useful, but if you want you can read up on all of the cards in detail [here](#). Listed below are just the Minor Arcana and each of their suits. If you want, mark one end on all of your cards, and when the mark is upside down, read the card as "reversed" or as the opposite of whatever it would normally mean.

Clubs (Wands)

- 2 of Clubs- Dominion
- 3 of Clubs- Virtue
- 4 of Clubs- Completion
- 5 of Clubs- Conflict
- 6 of Clubs- Triumph
- 7 of Clubs- Valour
- 8 of Clubs- Speed
- 9 of Clubs- Strength
- 10 of Clubs- Challenge

Hearts (Cups)

- 2 of Hearts- Love
- 3 of Hearts- Abundance
- 4 of Hearts- Luxury
- 5 of Hearts- Disappointment
- 6 of Hearts- Pleasure
- 7 of Hearts- Corruption
- 8 of Hearts- Laziness
- 9 of Hearts- Happiness
- 10 of Hearts- Satisfaction

Diamonds (Discs)

- 2 of Diamonds- Change
- 3 of Diamonds- Work
- 4 of Diamonds- Power
- 5 of Diamonds- Worry
- 6 of Diamonds- Success
- 7 of Diamonds- Failure
- 8 of Diamonds- Prudence
- 9 of Diamonds- Gain
- 10 of Diamonds- Wealth

Spades (Swords)

- 2 of Spades- Peace
- 3 of Spades- Sorrow

4 of Spades- Truce
5 of Spades- Defeat
6 of Spades- Science
7 of Spades- Futility
8 of Spades- Interference
9 of Spades- Cruelty
10 of Spades- Ruin